

F2
(on c)

generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures, each of said pointers comprising a location and a code;

generating a bitmap, the bitmap representing [only] boundary pixels of a first one of said textures separating said regions in said image, by converting each pixel in said image not of said first one of said textures to a second one of said textures; and

storing the bitmap of boundary pixels and the pointers associating the region with its texture for later use in displaying the image[, where the displayed image will include the pixels of the stored bitmap].

15. (AMENDED FIVE TIMES) A computer stored data structure comprising:
a bitmap representing [only boundaries] boundary pixels separating regions in an image, said [boundaries] boundary pixels comprising pixels of said image, [at least one of] said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures; and

pointers, each associating its respective region with a texture for the digital image in that region[, where the stored bitmap and pointers will be used at a later time to display the image, where the displayed image will include the pixels of the stored bitmap].

22. (AMENDED FOUR TIMES) A method comprising:

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decompressing a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing only [boundaries] boundary pixels of the image separating regions, [said boundaries comprising pixels of said image, at least one of] said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures [where the displayed image will include the pixels of the stored bitmap];

referencing a pointer that associates one of said textures with one of said regions; and

filling said [one of said] regions in said bitmap with [said] its associated texture.

31. (AMENDED FIVE TIMES) A method comprising:

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(on x 12)
displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

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providing a bitmap representing only [boundaries] boundary pixels in said image separating regions, [said boundaries comprising pixels of said image, at least one of] said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures [where the displayed image will include the pixels of the stored bitmap];

referencing a pointer that associates one of said textures with one of said regions;

filling said one of said regions in said bitmap with said associated one of said textures; and

overlays said image on a background.

33. (AMENDED FIVE TIMES) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed is reduced, comprising:

generating a bitmap representing only [boundaries] boundary pixels in said image separating digital image regions in said image, [said boundaries comprising pixels of said image, at least one of] said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures [where the displayed image will include the pixels of the stored bitmap];

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generating a pointer for each of said regions, each of said pointers associating its respective region with the one of said textures for the digital image in such region,

storing the bitmap of boundary pixels and the pointers defining the textures for the regions between boundary pixels for later use in displaying the image;

referencing said pointers associating said one of said textures with said one of said regions;

filling said [one of said] regions in said map with [said] its associated one of said textures; and

overlays said image on a background.

34. (AMENDED THREE TIMES) Apparatus comprising:

a microprocessor;

a memory coupled to the microprocessor, the memory being configured to cause the microprocessor to:

compress a digital image having at least three textures to reduce the amount

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